

WEST Search History

09 / 722367

DATE: Wednesday, September 10, 2003

<u>Set Name</u>	<u>Query</u>	<u>Hit Count</u>	<u>Set Name</u>
side by side			result set
	<i>DB=USPT; PLUR=YES; OP=OR</i>		
L19	L17 and color near alpha adj blend	0	L19
L18	L17 and color adj blend and alpha adj blend	0	L18
L17	L16 and (blender or shader)	47	L17
L16	blend\$3 same operation and pipeline and color near alpha	103	L16
L15	pipeline and render\$3 and (shader or blender) same color adj blend\$ same alpha adj blend\$3	0	L15
L14	pipeline and render and (shader or blender) same color adj blend\$ same alpha adj blend\$3	0	L14
L13	pipeline and render and (shader or blender) and both same color adj blend\$ same alpha adj blend\$3	0	L13
L12	texture and (shader or blender) and pipeline and color adj blend\$ same alpha adj blend\$3	4	L12
L11	L10 and pipeline	0	L11
L10	color adj blend\$3 same alpha adj blend\$3 and blender and operation	1	L10
L9	(blender or shader) and color adj blend\$3 same alpha adj blend\$3	5	L9
L8	(blender or shader) and color adj blend\$3 and alpha adj blend\$3	22	L8
L7	L6 and color adj blend\$3 and alpha adj blend\$3	16	L7
L6	(shader or blender) and (blend or blending) same operation and pipeline and color near alpha	47	L6
L5	(shader or blender) near3 color near3 alpha and operation	1	L5
L4	shader and blender near3 color near3 alpha and operation	0	L4
L3	feed adj back and shader and blender near3 color near3 alpha and operation	0	L3
L2	(blender or shader) and hardware and blend\$3 near3 color near3 alpha and opacity	17	L2
L1	blender or shader and hardware and blend\$3 near3 color near3 alpha and opacity	27451	L1

END OF SEARCH HISTORY

WEST Search History

DATE: Thursday, September 11, 2003

<u>Set Name</u>	<u>Query</u>	<u>Hit Count</u>	<u>Set Name</u>
side by side			result set
	<i>DB=USPT; PLUR=YES; OP=OR</i>		
L4	L1 and recirculat\$3	0	L4
L3	L1 and feed adj back	0	L3
L2	L1 and feed adj back and recirculat\$3	0	L2
L1	pipeline and (shader or blender) and color near blend\$3 same alpha near blend\$3	6	L1

END OF SEARCH HISTORY